R22 Regulation *Subject code: 4O8FA*

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

(Autonomous, Accredited by NAAC with 'A+' Grade)

B. Tech VIII Semester Regular Examinations, May 2026

CYBER SECURITY

(IT)

Maximum Marks: 60 Date:12.05.2026 Duration: 3 hours

Note: **1.This question paper contains two parts A and B.**
2. Part A is compulsory which carries 10 marks. Answer all questions in Part A.
3. Part B consists of 5 Units. Answer any one full question from each unit.
4. Each question carries 10 marks and may have a, b, c, d as sub questions.

Part-A

All the following questions carry equal marks (10X1M=10 Marks)		Marks	CO	BTL
1.a)	Define Cybercrime with an example.	1	1	1
b)	What is a Botnet?	1	1	1
c)	What is meant by Mobile and Wireless Devices?	1	2	1
d)	Define Wireless Network Vulnerability.	1	2	1
e)	Define Proxy Server.	1	3	1
f)	Define DoS Attack.	1	3	1
g)	State the Need for Cyber Laws.	1	4	1
h)	Define Electronic Governance (E-Governance).	1	4	1
i)	What are IPR Issues in Cyber Space?	1	5	1
j)	Define Cyber Terrorism.	1	5	1

Part-B

Answer All the following questions. (5X10M=50Marks)		Marks	CO	BTL
2	a) Explain the Classification of Cybercrimes with examples. b) Discuss Cyber Stalking, its effects, and legal remedies.	5 5	1	2
	OR			
3	a) Explain Social Engineering attacks and their types. b) Describe various Attack Vectors with examples.	5 5	1	2
4	Explain Credit Card Frauds in Mobile and Wireless Computing Era.	10	2	2
	OR			
5	Explain Authentication Service Security in Mobile Devices.	10	2	2
6	Explain DoS and DDoS attacks with working mechanism and prevention.	10	3	2
	OR			
7	a) Explain Virus, Worms, and Trojan Horses with differences. b) Describe Proxy Servers and Anonymizers and their role in cybercrime.	5 5	3	2

8	Discuss the Indian IT Act 2000 and its key provisions.	10	4	3
	OR			
9	a) Explain Digital Signatures and their role in IT Act. b) Discuss real-time cybercrime cases and legal actions in India.	5 5	4	2,3
10	Explain Security and Privacy Issues in Cloud Computing.	10	5	2
	OR			
11	Discuss Social Media Marketing and Social Computing Challenges for Organizations.	10	5	3